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DOCTOR · WHO

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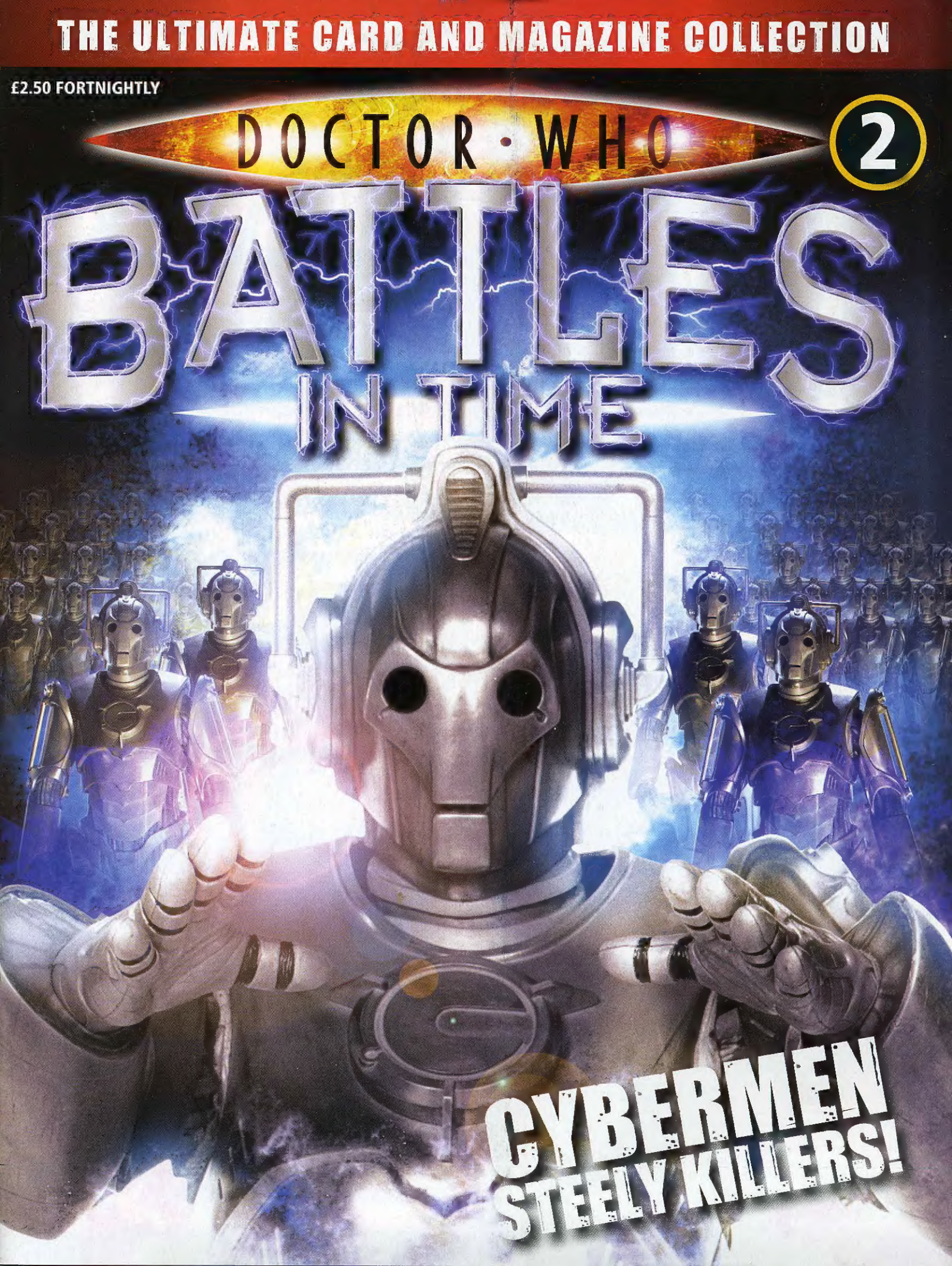

CYBERMEN
STEELY KILLERS!

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GAMEPLAY BONUS

Use your bonus cards to change the rules

STEP 1

PLAYER 1 VS PLAYER 2

This is Single Combat with a twist. Look at issue 1 if you need to remind yourself of the basic rules.

Each player uses his own deck. For this game separate all the bonus cards out.

Make sure both players use the same number of character cards – at least 15 each for a decent game.

Each player deals two bonus cards, face up.

Each player picks up his other cards so only he can see the top one.

REMEMBER

You don't HAVE to play your bonus cards if your cards are strong anyway – they're only there if you need them.

BUSTER

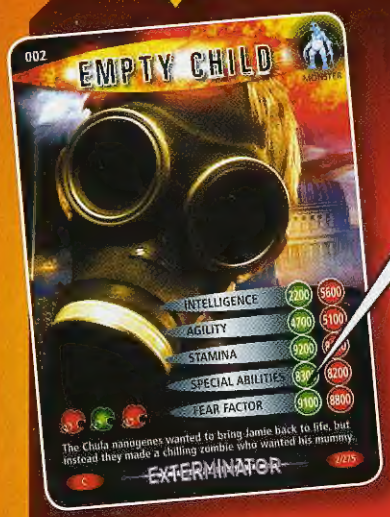
SINGLE COMBAT LEVEL TWO

and escape certain defeat!

STEP 2
PLAYER 1

PLAYER 1 PICKS A CATEGORY AND CALLS OUT THE GREEN RATING.

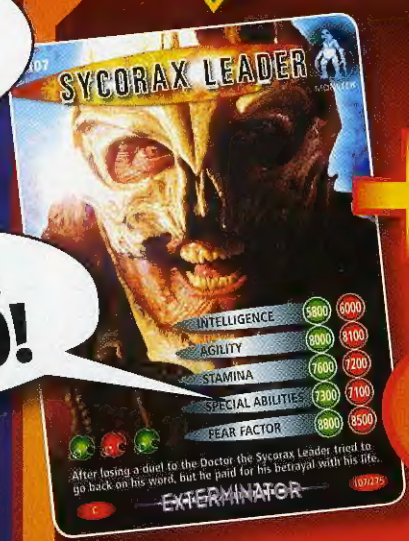
SPECIAL ABILITIES 8300!



Player 1 picks Special Abilities for the first round. This is a good card and he is more likely to win than lose. But Player 2 can change everything by using one of his bonus cards.

STEP 3
PLAYER 2

SPECIAL ABILITIES 7300!



+

SPECIAL ABILITIES +1200!

TOTAL 8500!

On its own, Player 2's card would lose, so he uses one of his bonus cards. It's Code 9, which adds 1200 to his Special Abilities score, meaning he beats Player 1 by just 200 points.

STEP 4
PLAYER 2

Once a bonus card has been played turn it upside down. It can't be used again this game.

WHO'S WON?

The game continues until one player has lost all of his cards.

SPECIALS ZONE

TOP 5 FEAR FACTOR CARDS!!!

GAMEPLAY BUNCH

PLAYER 1

STEP 1
PLAYER 1

Each player makes a pile of 20 of his best character cards.

Both players deal five of these cards to themselves and leave the rest of the cards upside down on their draw pile.

The first player looks at all five cards in his hand, picks a category and calls out his green score.

TOP TIP!

If you can't beat your opponent's card make sure you throw away the weakest card in your hand.

OF FIVES

PLAYER 2

STEP 2
PLAYER 2

Player 2 checks all five of his cards to see if any of them can beat Player 1. He has to use the green score in the same category.

If he can't win he has to decide which card to sacrifice.

STEP 3
END OF TURN

The winner puts his card on the bottom of his draw pile.

The loser puts his card to one side so it's out of play.

Each player then picks a card from the top of his draw pile (both players must always have five cards at the start of each round).

The winner picks the next category.

WHO'S WON?

The game ends when one player has lost all of his cards.

CARD CLASH

WE PIT TWO OF THE COOLEST EXTERMINATOR

THE DOCTOR

HERO PROFILE

HEIGHT	1.85m
LIFE FORM	TIME LORD
AGE	900(ish)
PLANET	GALLIFREY

WHO IS HE? A mysterious time traveller who appears at the far ends of the universe in a ship called the TARDIS. He fights evil wherever it appears, ably assisted by his companions.

WHAT'S HE LIKE? A bit of an odd ball! He's funny, brave and clever, and refuses to be tied down. He has a love for the planet Earth and was recently travelling with a human called Rose, but he remained a mystery, even to her.

WHAT'S HE GOOD AT? Most things! His lightning-quick brain solves problems and defeats enemies faster than any human could. He thinks on his feet and you can always rely on him to save the day.

KEEP AN EYE OUT FOR THE REGENERATION BONUS CARD TO ADD THE DOCTOR TO YOUR HAND!

THE DOCTOR WINS ON

INTELLIGENCE:
9100 vs 9000

AGILITY:
6500 vs 500

SPECIAL ABILITIES:
8800 vs 8500

TOTAL 3/5

THE DOCTOR

THE DALEK EMPEROR

WORSHIP ME!

DALEK PROFILE

HEIGHT	9.15m
LIFE FORM	DALEK
AGE	ANCIENT
PLANET	SKARO

WHO IS HE? The leader of the Daleks – his deadly race only survived the Time War because of him. His ship fell through time, then he rebuilt the Daleks using captured humans.

WHAT'S HE LIKE? Big, metal and scary, he was surrounded by Dalek Guards who obeyed him without question. His armies of Daleks believed he was their god.

WHAT'S HE GOOD AT? Trying to take over the universe! The Emperor Dalek was an evil genius who stopped at nothing for power, but underestimated human love and what it could achieve.

DALEK EMPEROR WINS ON
STAMINA:
9000 vs 8000
FEAR FACTOR:
9400 vs 4900

TOTAL 2/5

WINS (JUST!)

LOOK OUT FOR IMPERIAL DALEK CARDS AND BUILD YOUR OWN ARMY!

FAQ EPISODE 1

ROSE

The Doctor saves the Earth from an old enemy and makes a friend.

Q Which episode is this?
Rose Tyler is attacked by shop dummies that can move, but is saved by the Doctor. Together they track down the creature that controls these plastic people and save the world from invasion. At the end Rose joins the Doctor in the TARDIS.

Q What are those moving shop dummies?
They're called the Autons. They are made of living plastic and are the army of the Nestene Consciousness who controls them telepathically (thought control).

Q What's the Nestene Consciousness?
It's a living plastic creature that looks rather like a huge pool of molten plastic. It wants to take over the Earth because of all the oil, smoke and toxins it can feed on.

Q How's the London Eye involved?
The Nestene Consciousness uses it to transmit signals to an army of Auton shop dummies in order to bring them to life.

Q What is antiplastic?
A highly-advanced substance that can destroy Autons. The Doctor uses a test-tube of it to kill the Nestene Consciousness.

Q What's this war the Doctor is talking about?
The Time War was a devastating battle that wiped out all the other Time Lords, and their greatest enemies...

HE'S CHANGED!!!

Q Why does the Doctor look different?
It's still the same Doctor, but this was before he regenerated, which changed his looks and personality.

"They want to overthrow the human race."

AUTON ESCAPE!

Go head-to-head against a friend and see who is first to reach the end...

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

You're locked in a room surrounded by Autons.
If this colour symbol is on your card unlock the door. If it isn't then you're stuck.

THE DOOR OPENS

Look at your green special abilities score to decide which door to use.
Is the number less or more than 5000?

HELP! I'M STUCK

LESS THAN 5000

5000 OR MORE

Can you open the ventilation shaft with the sonic screwdriver?
Look at your card number. Is it odd or even?

ODD

EVEN

You pretend to have some anti-plastic, but will the Autons believe you?
Look at your green fear factor rating to find out.

Out of the darkness a new Auton group emerges. Do you run or hide?
Check your red agility score to decide.

OVER 6000

HIDE: 1000-7900

The Autons leave. Which way next?
If your card is a hero or human, leap through the window, if not, use the stairs.

6000 OR LESS

RUN: 8000-9900

STAIRS

WINDOW

LESS THAN 6500

What should you do now?
Compare your two intelligence ratings. If red is higher break a window. If green's higher pick the lock on the door.

You feel tired.
If your green stamina is over 6500 you keep going, but if it's lower than 6500 stop and rest.

GREEN HIGHER

You're running fast, but the Autons are close behind.
Look at your green intelligence score to see if you escape...

6500 OR MORE

OVER 7000

6500 OR LESS

7000 OR LESS

RED HIGHER

You spot a lift and leap in as the doors close.
Look at your red agility scores to see which way it travels...

OVER 6500

YOU WIN!

Congratulations!
Your agility and intelligence combined to help you beat the Autons. But, there's no time to rest, another challenge is just around the corner...

CYBERMEN QUIZ

How well do you know your Cybermen?

Q1. Who did Lumic use to make his first Cybermen?

a) Soldiers
b) Ballet dancers
c) Homeless people

Q2. What did the Doctor use to send the signal that released the Cybermen's emotions?

a) Sonic screwdriver
b) Mobile phone
c) Morse code

Q3. The Cybermen were made by...?

a) Cybus Industries
b) Everlasting Toys
c) Bad Wolf Corporation

Q4. What kind of vehicle did Lumic use as a base?

a) Cruise ship
b) Zeppelin
c) Bus

Q5. What was Mickey called in the parallel universe ?

a) Ricky
b) Mac
c) Colin

Q6. What did Lumic use to control people?

a) Food
b) Hypnotism
c) Ear pods

CYBERMEN!

02

CYBERMEN

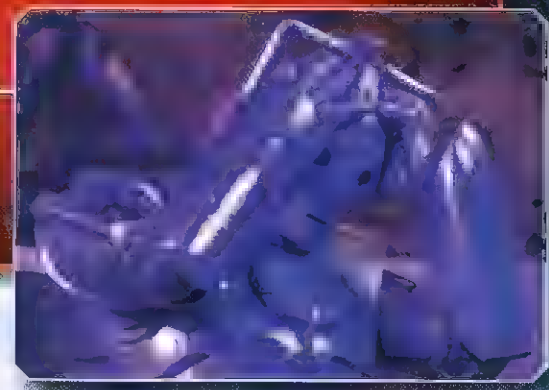
STEELY KILLERS!

DATA PROFILE

DATA PROFILES

NO EMOTION

Buried deep inside every Cyberman there's a device that stops them feeling emotions. If it's switched off they realise what they've become and go completely mad.



LIVING STEEL

Cybermen have artificial nervous systems that work just like the real thing.

TOP 10 CYBERMEN FACTS

1 The Cybermen that Rose met are from a parallel universe and evolved on an Earth that was subtly different from our own.

TAKING CONTROL

When the government tried to shut down the program to make Cybermen the metal creatures attacked Britain's leaders.

ELECTRO-ATTACK

Cybermen kill their victims with thousands of volts of pulsing electricity.

2 In the parallel universe, Rose's mum Jackie became a Cyberman.

3 The Cybermen were made by a company called Cybus Industries.

4 In the past the Doctor has used gold dust to kill Cybermen – it interfered with their respirators.

5 The first Cybermen the Doctor met were from Earth's sister planet Mondas.

6 Cybermen sometimes use small metal creatures called Cybermats to disable their enemies.

7 Cybermen increase their numbers by capturing humans and replacing their organs with cybernetic parts.

8 If you put a Cyberman in cold storage it can go into a kind of hibernation.

9 Cybermen can live forever.

10 Cybermen can remember what it was like to be human.

CYBER CONTROLLER

WHO IS HE?

The Cyber Controller was once a man called Lumic, who created the metal bodies so that people could live forever.

I HAVE AN ARMY, A SPECIES OF MY OWN!

MISGUIDED MISSION

The Cyber Controller believes he can bring peace and long life to everyone but to get it, they must give up all their emotions.

CYBERMAN DECK

The Battles in Time collection is full of Cyberman cards. Here are a few to look out for!

CYBER CONTROLLER

CYBERMAN ATTACK

CYBERMAN IN PAIN

CYBERMAN ELECTRO-ATTACK

DO NOT OPEN!

TURN TO PAGE 23 FOR THE ANSWERS

BEHIND THE SCENES

DID YOU KNOW!

In the show the shot was flipped so the numbers on the clock go backwards.

COULD THEY BE GIANTS?

WHAT TIME IS IT?

What a smashing effect!

BLOWING UP BIG BEN

When the Doctor Who team wanted to make a hole in Big Ben they called in expert model-maker Mike Tucker.

Computers are great for all sorts of special effects but if you really want to make a mess there's no substitute for the real thing. Of course, the Doctor Who team couldn't fly a spaceship into the real Big Ben – you can't go around blowing up national monuments to make a TV program – but they did need to smash something for real.

The answer was to build a scale model of Big Ben. Building a model of something so complicated is a big deal, so Mike Tucker and his team only built two sides of the tower and a little bit of the wing of the Slitheen spaceship. If you look closely, you'll realise that's all you actually get to see on TV.

They set everything up in their studio, put the wing on the end of a big arm and then flew it into the model. Wood and plaster went flying all over the place and Big Ben was in ruins. Then it was time for the computers to take over as the spaceship crashed into the Thames.

How's my driving?

IN THE SHOW

In Episode 4 the Slitheen crashed their spaceship into Big Ben to create an emergency that brought all the world's experts on aliens to London.

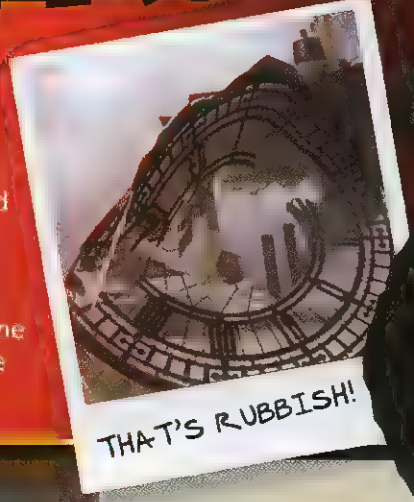
You're winding me up!

Mike Tucker gets inside his 'miniature' model.

Ooops!

TRY AGAIN!

The problem with smashing things up is that until you've done it you've no idea what it will look like. The first time the team crashed into their model the whole clock face popped out, which, frankly, looked rubbish. Luckily, Mike's blown a lot of things up and he knew this might happen, so he had a second model ready to go. This time they weakened the clock face so it broke just the way they wanted it to.



The Slitheen's piggy pilot.

HYPERSTAR RISING
The Doctor and Rose try to find Hyperstar Cal MacNannovich...
GRR-SSSHHNG! GRR-SSSHHNG!
RROAARRRRR!
ROSE, YOU'RE GONNA LOVE IT. I'VE ALWAYS WANTED TO COME HERE!
I WONDER IF THEY STILL DO THE GUIDED TOUR?
DOCTOR, LOOK OUT! MAD KILLER ALIEN INCOMING!
WHAT HIM? DON'T BE SO RUDE, YOU'LL GET US CHUCKED OUT...
CUT! WHAT'S GOING ON HERE? HOW DARE YOU TRY TO RUIN MY BIG ACTION SEQUENCE!
WHAT'S HE ON ABOUT?
THIS IS A HYPER-FILM STUDIO ON THE PLANET WOLDYHOOL, YEAR FIVE BILLION.
AND I'M THE GREAT DIRECTOR ZEMM FOOLINI - LIKE YOU DIDN'T KNOW!
Written by: Steve Cole, Inks: John Ross, Colours: Alan Craddock.

I SAID CUT! NOTHING'S GONE RIGHT TODAY. EVEN MY LEADING MANBOT HAS GONE MISSING - CAL "SPARK PLUG" MACNANNOVICH!
THE CYBERNETIC HYPERSTAR? DOCTOR, HE WAS ON PLATFORM ONE WHEN THE WORLD ENDED!
AND NOW HE'S GONE. THOSE TREES, COFFA AND LUTE, TRIED TO WARN US THAT THE SURVIVORS OF THAT DAY WERE DISAPPEARING...
BEFORE THEY DISAPPEARED THEMSELVES. WHAT'S HAPPENING?
I'LL TELL YOU WHAT'S HAPPENING, YOU WACKOS - YOU'RE GETTING OFF MY HYPERSET! AND...
HEY YOU, FURBALL! I THOUGHT I TOLD YOU CUT?
BLIMEY, HE HEARD YOU THAT TIME!
MR FOOLINI, THE MONSTER HAS EATEN ALL THE EXTRAS - AND OUR SECURITY FORCE!
WHAT?! I'LL SEE THAT IT NEVER WORKS IN HYPER-MOVIES AGAIN!
IF YOU DON'T WATCH OUT, NEITHER WILL YOU!
CLEAR THE SET - THIS IS A WRAP! WELL, OK, ACTUALLY IT'S A MONSTER. BUT YOU KNOW WHAT I MEAN...

IS THAT THING CYBERNETIC LIKE CAL SPARK-THINGY? CAN WE TURN IT OFF?
NO. IT'S A REAL LIVE BANJUNX FROM THE ISOP GALAXY. THAT SPACE AGENT TOLD ME IT WAS A GREAT ACTOR!
WELL, IT'S CERTAINLY CONVINCED ME IT'S A MAN-EATING MANIAC!
WAIT A SEC - A BANJUNX, YOU SAY? HMM, I WONDER...
RIGHT THEN - LIGHTS! WE NEED TO GET EVERY LIGHT IN THE STUDIO SHINING ON THAT THING, NOW!
I'LL USE THE REMOTES...
KA-FLASHH!
LIGHTS WON'T STOP THAT THING FOR LONG!
MAYBE NOT...

...BUT MY SENSATIONAL SHADOW PUPPETS WILL!
HURRRR?
THAT'S NO ACTOR, FOOLINI. IT'S ONLY A BABY! YOUR CASTING PEOPLE MESSED UP.
AND BABIES ARE ALWAYS SHOVING THINGS IN THEIR MOUTHS. MAYBE IT HASN'T REALLY EATEN THOSE PEOPLE! MAYBE...
BUT HOW DID YOU KNOW IT WAS A BABY?
COS A GROWN-UP BANJUNX HAS SPIKES. LIKE THAT ONE!
MR FOOLINI, I'M READY FOR MY CLOSE-UP! HAVE YOU SEEN MY LITTLE BOY? HE'S ALWAYS WANDERING OFF...
...IT WAS JUST TASTING THEM!
SOON...
FOOLINI SHOULD BOOK THAT 'LITTLE BOY' WHEN IT'S OLDER. COULD BE A BIG STAR.
BOX
IF THE GUESTS FROM PLATFORM ONE ARE VANISHING ONE BY ONE - WE'VE GOT TO FIND OUT WHY!
BIG IS RIGHT! BUT WHAT'S HAPPENED TO THE REAL HYPERSTAR, CAL MACNANNOVICH?
TO BE CONTINUED!!!

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

WORD UP!

Snaking their way through this grid are the names of friends, foes and things from the Doctor's travels. You have to use all the letters, but each one can only be used once. Can you find all the words?

ADAM
AUTONS
BAD WOLF
DALEK
GELTH
JABE
MICKEY
NANOGENES
REAPERS
ROSE
SLITHEEN
TARDIS

DYNAMITE DISASTER!

The Doctor is racing against time to diffuse this bomb that the Cybermen planted in a secret government location. Only one button will stop it exploding – can you work out which one he should press in under ten seconds?

STEP 1
Red is dangerous – don't touch any button containing that colour!

STEP 2
Whatever you do, don't touch anything in the left-hand column...

STEP 3
Triangles are lethal – steer clear of them

SONIC SHUFFLE

Can you spot which card features twice in this random pile up?

SEEING DOUBLE?

Have a close look at these six Cybermen and see if you can find the two who are identical...

ANSWER

COMING IN ISSUE 3...

FREE PART 2 OF YOUR TARDIS!

JUST CLICK IT INTO PLACE!

YOUR NEXT PACK OF TRADING CARDS

PUZZLE ANSWERS

CYBERMAN QUIZ
Q1. c) Homeless people
Q2. b) Mobile phone
Q3. a) Cybus Industries
Q4. b) Zeppelin
Q5. a) Ricky
Q6. c) Ear Pods

DINAMITE DISASTER!
Press the middle button

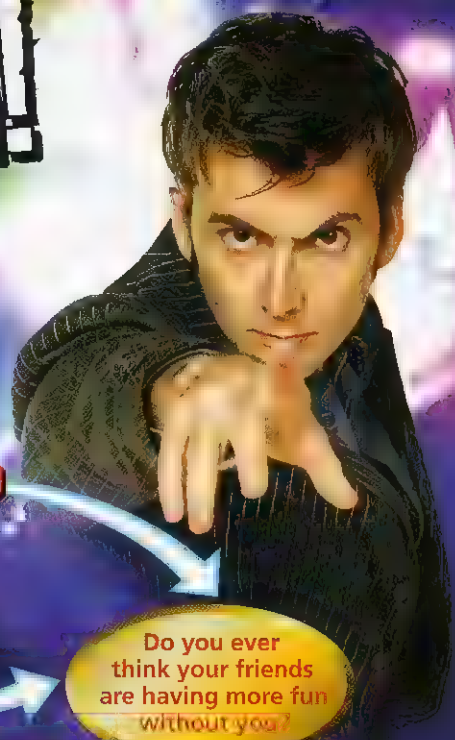
SONIC SHUFFLE
Possessed Ood 2

SEEING DOUBLE
C and E

WORD UP!

HELP THE DOCTOR!

Answer these questions to find out which of the good guys you are like!



START

How would your close friends describe you?

- LOYAL
- FUN
- FRIGHT

You need to be ready for anything – can you be relied on in a crisis?

- I'M ICY COOL
- I TEND TO PANIC
- ALWAYS PUT FRIENDS FIRST

Are you willing to make sacrifices for others or are you quite selfish?

- I'M THE MOST IMPORTANT
- NO-ONE CAN HAVE FUN WITHOUT ME!

Do you ever think your friends are having more fun without you?

- I FEEL A BIT LEFT BEHIND

Would your mates say you are a good dancer or just an embarrassment?

- I HAVE ALL THE MOVES
- I DANCE LIKE A DALEK!

Do you like to travel to strange places or do you prefer to stay at home?

- MARS HERE I COME!
- I LIKE HOME COMFORTS

Honestly, if you were confronted with an alien, what would you do?

- SAY 'HELLO' IN MARTIAN
- HIDE BEHIND THE SOFA

Are you prepared for anything and always ready for action?

- YES
- NO

Agility is very important – how good are you at gymnastics?

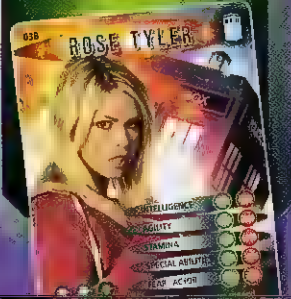
- BACK FLIPS ARE NO PROBLEM!
- I'M BETTER AT FOOTBALL

Think carefully, and be truthful – are you a genius?

- I'M A STRAIGHT-A STUDENT
- I'M NOT A SWOT!

ROSE

You are the Doctor's perfect companion – quick-witted and loyal to the end.



JACK

'Action' is your middle name. There are few people the Doctor would rather travel with.

ADAM

Your intelligence is second to none, so make sure you don't do anything stupid.

MICKEY

Your skills may not be easy to spot, but in an emergency you're always there.

232

DANNY BARTOCK

HERO

INTELLIGENCE	5600	5900
AGILITY	5800	6100
STAMINA	4900	5400
SPECIAL ABILITIES	2600	2200
FEAR FACTOR	1000	800

The Ethics Committee on the Torchwood Archive mission was in charge of the Ood slave race until they became possessed.

C — EXTERMINATOR — 232/275

227

DALEK CAAN

DALEK

INTELLIGENCE	8500	8400
AGILITY	6700	6900
STAMINA	7200	7500
SPECIAL ABILITIES	8000	8200
FEAR FACTOR	8500	8100

One of the Daleks who arrived at Torchwood and unleashed the terror of the Genesis Ark on an unsuspecting Earth.

C — EXTERMINATOR — 227/275

149

TRINE-E

ROBOT

INTELLIGENCE	3100	2800
AGILITY	4300	4500
STAMINA	5500	5200
SPECIAL ABILITIES	7200	6600
FEAR FACTOR	6000	6300

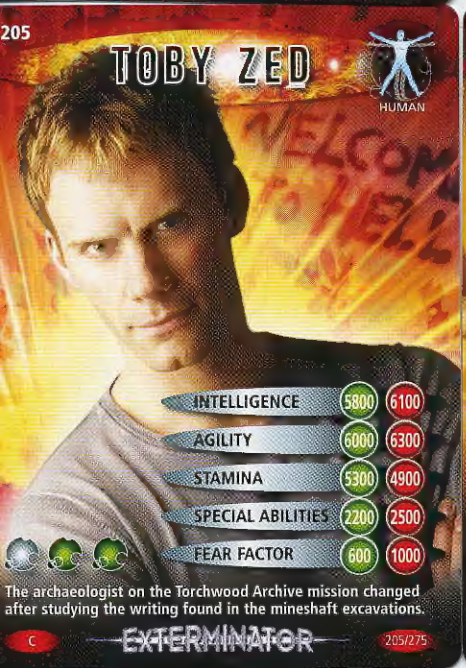
This fashion victim andoid and her partner were employed on the Game Station harvesting humans to become Daleks.

C — EXTERMINATOR — 149/275

205

TOBY ZED

HUMAN



INTELLIGENCE	5800	6100
AGILITY	6000	6300
STAMINA	5300	4900
SPECIAL ABILITIES	2200	2500
FEAR FACTOR	600	1000

The archaeologist on the Torchwood Archive mission changed after studying the writing found in the mineshaft excavations.

C — EXTERMINATOR — 205/275

198

ILL DOCTOR

HERO

INTELLIGENCE	9100	8600
AGILITY	2000	1800
STAMINA	2500	2000
SPECIAL ABILITIES	9500	9600
FEAR FACTOR	3000	2800

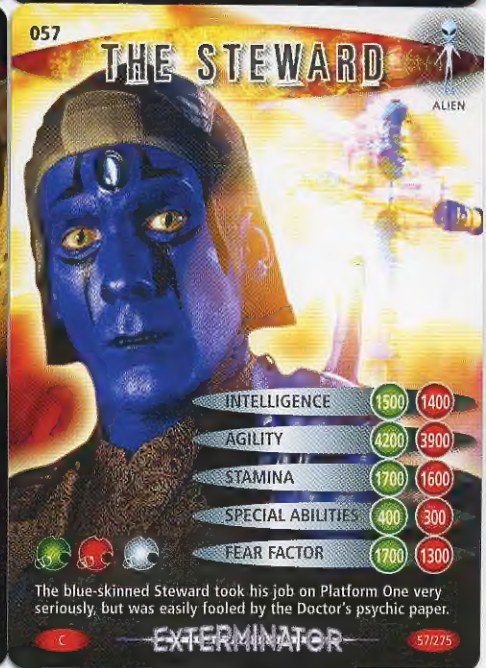
The 10th Doctor was ill after regenerating but was filled with energies that could power Pilot Fish batteries for years.

C — EXTERMINATOR — 198/275

057

THE STEWARD

ALIEN



INTELLIGENCE	1500	1400
AGILITY	4200	3900
STAMINA	1700	1600
SPECIAL ABILITIES	400	300
FEAR FACTOR	1700	1300

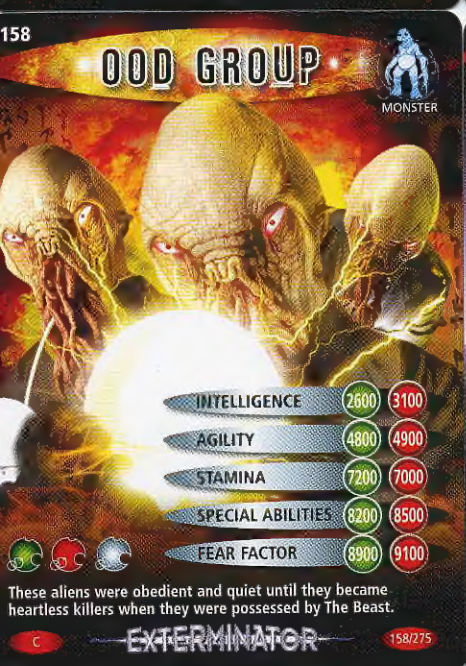
The blue-skinned Steward took his job on Platform One very seriously, but was easily fooled by the Doctor's psychic paper.

C — EXTERMINATOR — 57/275

158

OOD GROUP

MONSTER



INTELLIGENCE	2600	3100
AGILITY	4800	4900
STAMINA	7200	7000
SPECIAL ABILITIES	8200	8500
FEAR FACTOR	8900	9100

These aliens were obedient and quiet until they became heartless killers when they were possessed by The Beast.

C — EXTERMINATOR — 158/275

028

CATHICA SANTINI KHADENI

HERO

INTELLIGENCE	5600	6200
AGILITY	4800	4600
STAMINA	6600	6700
SPECIAL ABILITIES	7100	7000
FEAR FACTOR	700	900

Cathica was a journalist who turned on her boss when she learned the evil Jagrafess was controlling all of Earth's news.

C — EXTERMINATOR — 28/275

164

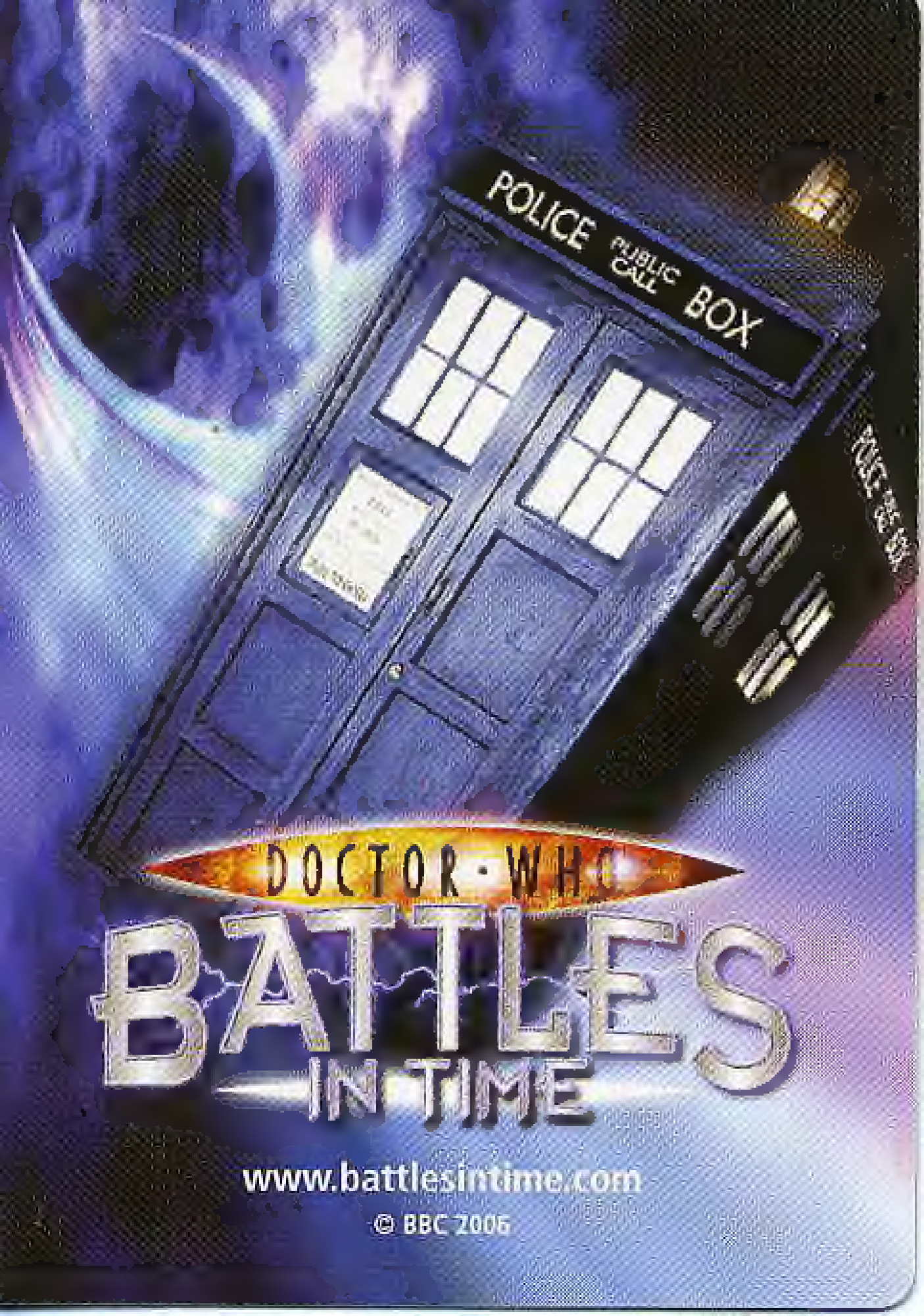
TOBY POSSESSED

MONSTER

INTELLIGENCE	9000	8500
AGILITY	6000	6300
STAMINA	9100	8800
SPECIAL ABILITIES	9200	8900
FEAR FACTOR	9300	9000

When the Beast took possession of Toby's body he turned from a quiet archaeologist into the ultimate evil being.

R — EXTERMINATOR — 164/275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CE

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